U/SNS-ANRE-USA

NINJA GAIDEN TRILOGY

INSTRUCTION BOOKLET

TECMO®

KIDS TO ADULTS

K-A

AGES 6+

SUPER NINTENDO ENTERTAINMENT SYSTEM

TECMO®

Tecmo, Inc. Consumer Division
19260 South Van Ness Ave.,
Torrance, CA 90501
PRINTED IN USA

Thank you for choosing the Ninja Gaiden Trilogy game pak by TECMO, LTD.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-ESRB.

LICENSED BY

Nintendo®

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1991 NINTENDO OF AMERICA INC.

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Table Of Contents

Introduction 4
Choosing Your Adventure 5
Entering Your Password 5

Section 1 - Ninja Gaiden 6
- **The Story** 6
- **The Characters** 7
- **Controller Operation** 8
  - Special Control Techniques 9
- **The Display** 10
- **Power-Ups** 11
- **Enemies** 12

Section 2 - Ninja Gaiden II: The Dark Sword of Chaos 13
- **The Story** 13
- **The Characters** 14
- **Controller Operation** 15
  - Special Control Techniques 16
- **The Display** 17
- **Power-Ups** 18
- **Enemies** 19

Section 3 - Ninja Gaiden III: The Ancient Ship of Doom 20
- **The Story** 20
- **The Characters** 21
- **Controller Operation** 22
  - Special Control Techniques 23
- **The Display** 24
- **Power-Ups** 25
- **Enemies** 26

Continuing Your Game 27

Introduction

WELCOME TO NINJA GAIDEN TRILOGY!

Here it is! The complete Ninja Gaiden Trilogy you wanted. All 3 classic Ninja Gaiden games from the NES in 1 Super NES Game Pak.

Follow Ryu's adventures as he fights the ancient forces of darkness with his Ninjutsu powers. The Ninja Gaiden series tells a story through Tecmo's unique cinema screen animation

It's not just fighting, it's strategy, cunning, and deception as you learn to pick and use the special ninja weapons and powers you'll need to be successful in this Epic quest.

• Cinema Display

The Ninja Gaiden series uses Cinema Display visuals. These visuals simulate movie techniques such as camera movement and close-up character shots. In addition, character dialog, realistic sound effects, and music are added to increase the drama and enjoyment.

The story is a maze of unexpected twists leading to a dramatic climax. The wonderful world of Ninja Gaiden has to be seen to be believed.

Choosing Your Adventure

How to Start a Game

Insert the Game Pak into your Super Nintendo Entertainment System and turn the power ON. After a few seconds the **New Game/Continue** screen will appear. If you select **New Game**, you will then see the **Game Select** screen. Here is where you can choose which Ninja Gaiden adventure you would like to play. Ninja Gaiden, Ninja Gaiden II: The Dark Sword of Chaos, or Ninja Gaiden III: The Ancient Ship of Doom. To make your choices, simply highlight the game you wish to play by moving the ✚ Control pad left or right. Once your selection is highlighted, press **Start**.

If you wish to continue a previous adventure, select **Continue** from the **New Game/Continue** screen instead. The password screen will then appear. Enter your password and press **Start**.

Section I

NINJA GAIDEN

The wind howls as the two "Dueling" Ninjas glare at each other in the moonlight. Though these men seem like little more than shadows in the air, the moonlight reveals just for an instant, a glint of light that proves to be the end of the contest. Ken, head of the Hayabusa clan which has for generations been the guardian of the Dragon sword, is defeated.

Ken's son Ryu, after learning of his father's defeat, finds a letter. In it, Ryu is told that if his father does not return, he must take the secret Dragon sword and go to America.

Ryu senses danger awaiting him in America. What will be the fate of Ninja Ryu!?

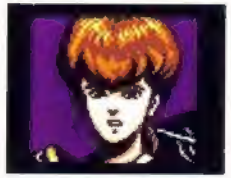
The Characters

RYU HAYABUSA

The hero. He was born into the ninja lineage of the Hayabusa Family. After he hears the news that his father was defeated in battle, he finds a letter his fallen father left behind. He obeys his father's will to go to America and take revenge on the enemy. But what will really become of him?

KEN HAYABUSA

Ryu's father. Who he battled with and why he had a duel is still a mystery. Yet, although defeated, he left behind the secret Dragon sword and a letter for Ryu before leaving this world.



IRENE LEW

When Ryu arrives in America, he meets up with a mysterious woman in a bar. She has a tempting attractiveness about her. Nobody seems to know her name, nor anything about her.

WALTER SMITH

An archeologist. During one of his field trips, he was researching a mysterious sacred area of some ruins. He discovered something that he had never seen before that looked evil. A discovery that turned a single research trip into chaos!

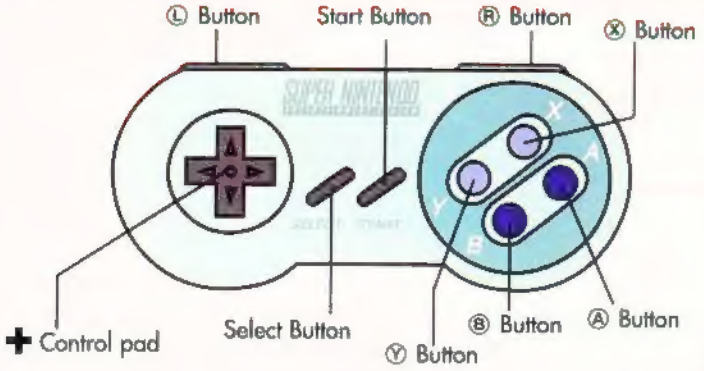
FOSTER

Although considered young in terms of age, he holds a powerful position in the Secret Auxiliary Unit of the CIA. He knows a lot of information about the whole episode which he tells Ryu and asks for his help.

GUARDIA DE MIEUX (JAQUIO)

He calls himself JAQUIO. He is the almighty evil, determined to take over the world. He believes in the legend surrounding the evil temple at the ruins. He has taken over the temple to build an empire of evil.

Controller Operation



The Select, Ⓧ, Ⓨ, Ⓛ, and Ⓡ buttons are not used.

The ✚ Control pad is used for the following:

- Running, crouching, climbing

The Ⓐ Button is used for the following:

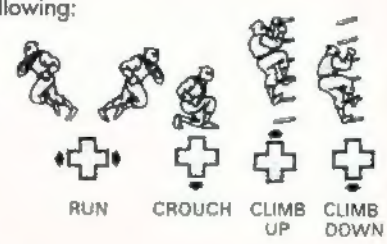
- Jumping

The Ⓑ Button is used for the following:

- Controlling sword thrust

The **Start** Button is used for the following:

- Starting the game
- Pausing the game during play
- Skips Cinema Display

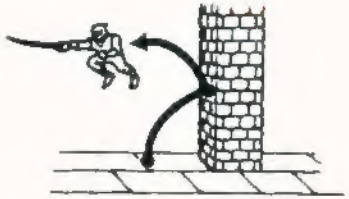


• THIS GAME IS FOR ONE PLAYER ONLY!

Control Techniques

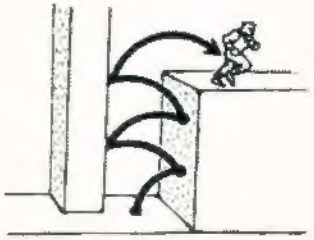
• WALL-SPRING JUMP

Ryu can also jump and cling to walls. While clinging to the wall, Ryu can jump back and forth by pressing the opposite direction on the ✚ Control pad and the Ⓐ Button. Using this technique, you can crawl up the wall.

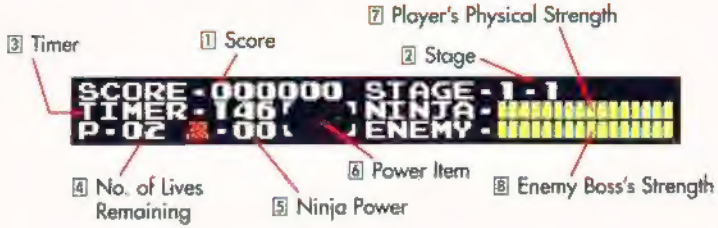


• WALL-SPRING CLIMBING JUMP

While keeping the Ⓐ Button pressed, alternate between the left and right directions on the ✚ Control pad to easily scale the wall.



Indicator Display



1 Score Display
2 Act-Level Display
3 When time runs down to "0", one life is lost.
4 When the number of lives becomes "0", the game is over.
5 Ninja Power Remaining. Left side shows current Ninja Power while right side shows the maximum possible Ninja Power.
6 Collected Power Item
7 Physical Strength. You lose strength when wounded. When strength runs down to "0", one life is lost.
8 Enemy Boss's Strength. He loses strength when injured. When his strength runs down to "0", the enemy is destroyed.

Power-Ups

NINJA POWER
Ryu needs this special power when he wants to use Ninjutsu fighting techniques. Get this item and your ninja power will be increased. There are blue and red varieties. A blue one is worth ten points, and a red one will build your Ninja Power up to its maximum level all at once.

TIME FREEZE
When Ryu collects one of these, everything on the screen can be frozen with the enemy and shots being frozen for 5 seconds.

BONUS
There are two kinds of bonuses, red and blue. You can increase your score by collecting the red one worth 1000 points and the blue 500 points.

MEDICINE FOR RECOVERY
This item will help to relieve some of Ryu's exhaustion from fighting in so many battles. Get this item and the amount on Ryu's strength meter will be increased by six times.

1-UP
This item will increase your number of players by one. Be sure to try and get this item if you can.

INVINCIBLE FIRE-WHEEL
When Ryu's anger turns to fire, this item has a flame circling around him at a super high speed, killing the enemy.

• GAINED STRENGTH

Increase your strength by collecting the following items. When you use these items, your Ninja Power is used up. Parenthesis indicate number of points lost.

THROWING STAR Press **Up** on the ✚ Control pad & the Ⓑ Button **(3 points)**
In the spiritual world, this is considered a weak weapon. They only fly in a straight direction.

THE ART OF THE FIRE WHEEL Press **Up** on the ✚ Control pad & the Ⓑ Button **(5 points)**
Ryu discovered a secret art form at the end of a special training session. He takes 3 balls of fire and twirls them around, burning any enemy in its way.

WINDMILL THROWING STAR Press **Up** on the ✚ Control pad & the Ⓑ Button **(5 points)**
These stars cut right through the enemy, and come back like a boomerang. Collect this one and cause some real damage to any enemy.

JUMP & SLASH TECHNIQUE Jump, then press the Ⓑ Button **(5 points)**
You can jump and slash through the enemy. Only Ryu with his light and agile body can perform such a technique. This technique is especially handy when the enemy is below you.

Enemies

"The Malice Four" are the four evil forces hand picked by JAQUIO himself. The following is a description of the four evil forces and an evil spirit that has taken the form of a creature called "Kelbeross".

BARBARIAN

The Boss of Act 1. The first of "The Malice Four" who will cut anything to shreds that gets in it's way. Lives in the deep forest of Brazil which he uses as his hideout. The natives are scared to death of this killer. Known as the executioner of South America. He attacks his enemy by ferociously swinging a huge axe.

BOMBERHEAD

The Boss of Act 2. Deserted in the South Bronx, his life takes a big change for the worse. Presently, he controls the streets of New York with an iron fist as the Lord of Evil. An expert with the sickle and chain, he wields it on his prey. The Bomberhead is the vice-leader of "The Malice Four".

BASAQUER

The Boss of Act 3. Trained in China and master of all forms of the martial arts. He was a leader in a killers organization called the "Five Ranges of Doom", but was expelled from the organization because he was too cruel. Just the type JAQUIO was looking for. Basaquer was chosen to be a member of "The Malice Four".

KELBEROSS

The Boss of Act 4. Once the pet dog of JAQUIO, Kelbeross was given up as a sacrifice victim for the evil spirits. As a result, the soul of Kelbeross returns and takes the form of an evil creature as a loyal servant to protect JAQUIO.

BLOODY MALTH

The Boss of the bosses. A North European legend that has been passed down from generation to generation about a cursed man with the "Iron Mask of Blood" and the "Shield of Death". When he was young, he studied Eastern Philosophy and became interested in Japanese martial arts. Now he seems to be invincible with secret fighting techniques of the Orient.

Section II

NINJA GAIDEN II - The Dark Sword of Chaos

In order to avenge his father's death, Ryu had come to America, where he was suddenly attacked by a mysterious army. After escaping from a narrow brush with death, Ryu came face to face with a mysterious woman. Fire came shooting out of the shining gun in her hand, and suddenly everything in front of Ryu began to grow hazy.

Waking up in an underground dungeon, Ryu was handed a strange statue by the same woman, who told him to take it and make his escape. Without fully understanding what was going on around him, Ryu took the statue and made his way out of the enemy territory. Ryu then went to see Dr. Smith, an archaeologist friend of his father, and learned about the light and dark statues of an evil demon. Just as they were talking, the dark statue was snatched away by an enemy ninja. "Ryu, go after him!"

After retrieving the statues, he returned to Dr. Smith's cabin only to find the doctor lying on the floor, mortally wounded. Just before he died, the doctor whispered, "Ryu, now the light statue has been taken..."When Ryu looked up from Dr. Smith's side he found that he was surrounded by a band of men dressed in black from head to foot. They were all pointing guns at him. These men took Ryu to a secret CIA base and to the office of Chief Foster. Foster explained to Ryu that the mysterious woman, Irene, was really a spy for the CIA, and told him about Jaquio's plans and about his Temple of Darkness. Foster then forced Ryu to take on the perilous mission of recovering the stolen light statue of the evil demon.

Ryu made his way toward the Temple of Darkness located deep in the Amazon jungle. But Jaquio, who was holding Irene hostage in the temple, blackmailed Ryu into giving up the dark statue of the demon that he had been carrying and dumped Ryu down into an underground cave. Ryu was finally able to escape from the cave, but as he climbed over the last cliff, he came face to face with the villain who had killed his father, Boody Malth. Malth had been waiting for him. Ryu and Malth duelled to the death. With his last breath, Malth gave Ryu some unexpected news: "Your father is alive."

A masked demon was waiting inside the shrine to fight off Ryu's attack. Ryu shouted, "Nobody can beat me!" But the eerie voice of Jaquio thundered the question, "Not even your own father?" The masked demon was really Ryu's father Ken who had been put under some kind of trance. Finally freed from Jaquio's evil control, Ken came to his senses only to find that Jaquio was about to kill Ryu. Ken threw himself in front of Ryu, and acted as a shield to protect his son from the balls of fire. Realizing what had happened, Ryu went mad with rage and charged at Jaquio.

After defeating Jaquio, Ryu rushed back to his father's side. His father instructed him to take the light and dark statues of the evil demon out of the temple. But just as Ken was gasping this message to his son, the moon began to grow dark. "It's an eclipse!" shouted Ryu. The statues of the evil demon began to grow in the darkness. The moon, blackened by the earth's shadow, was beginning to bring the evil demon back to life.

But the evil demon was finally defeated, and the temple crumbled upon itself with a deafening roar. Ryu and Irene looked out upon the ruins of the temple. The morning sun shown down upon them and cleared up the deep sense of darkness and evil that had once hovered in the air.

A year has passed, and still the activity down at the bottom of the realm of darkness continues. Ashtar, the evil lord who secretly controls Jaquio, is now on the move.

The Characters

RYU HAYABUSA

Ryu was born in the House of Hayabusa which is a branch of the Dragon Clan. Once before, Ryu was engaged in a fierce battle with Jaquio over the statues of the evil demon, and was able to come out the victor only after a very difficult battle. Ryu is known also as the "Ninja Dragon" and he is in possession of the secret "Dragon Sword."

IRENE LEW

Irene is one of the CIA's top secret agents. She first met Ryu a year ago, when they were both trying to defeat Jaquio. After their battle with Jaquio ended, she was assigned to a new top secret mission.

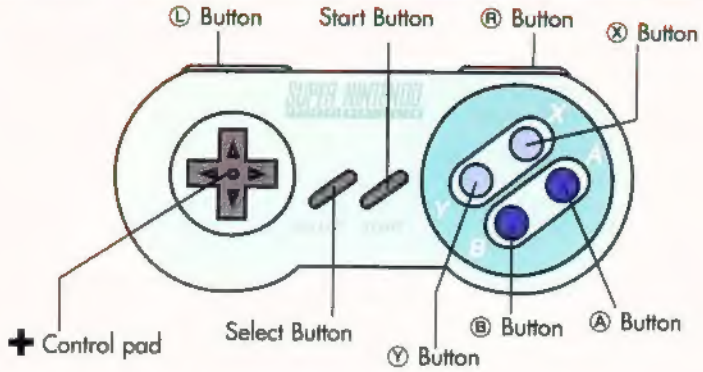
ROBERT T.S.

This mysterious man, whom Ryu meets during the game, wants to use the Dragon Sword together with Ryu. What could his motive possibly be?

ASHTAR – THE EVIL LORD

Ashtar, the leader of the Demon clan, is planning to bring back the Sword of Chaos and open the "Gate of Darkness." By using the underworld power that comes from the Gate of Darkness, Ashtar is scheming to gain absolute power and rule over the world.

Controller Operation



The Select, Ⓧ, Ⓨ, Ⓛ, and Ⓡ buttons are not used.

The ✚ Control pad is used for the following:

- Running, crouching, climbing

The Ⓐ Button is used for the following:

- Jumping

The Ⓑ Button is used for the following:

- Controlling sword thrust

The **Start** Button is used for the following:

- Starting the game
- Pausing the game during play
- Skips Cinema Display

Control Techniques

You can jump in the air to grab onto a wall or ladder. Also, by moving the ✚ Control pad up and down, you can climb up and down walls and ladders.

A JUMP BY KICKING-OFF OF THE WALL

When you are holding onto a wall or a ladder, you can press the ✚ Control pad in the opposite direction that your player is facing and press the Ⓐ Button to make a jump by kicking-off of the wall.

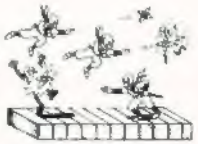
ATTACKING FROM THE WALL

When you are holding onto a wall or a ladder, you can only attack with the power boosting items that you have in your possession. To make an attack with one of your power boosts, press the ✚ Control pad to the left or right and then press the Ⓑ Button, and the item will go in the direction you have chosen with the ✚ Control pad.

* If you press the Ⓑ Button without setting the direction with the ✚ Control pad, the item will fly in the direction that your player is facing.

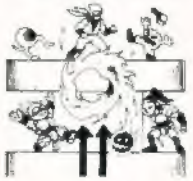
SPLIT YOUR BODY FOR MULTIPLE ATTACK

Ryu has the power to split his body into three. The extra images that he makes by splitting his body will stop right in mid-air after he jumps down from any high place. Use this special technique to attack enemies that fly toward you. This technique is especially effective when you are attacking the boss of the third stage. By causing Ryu's body to split, you can also use the extra images to attack the enemies that come at Ryu from both sides at once.



MAKE EFFECTIVE USE OF THE FIRE WHEEL

When you perform the invincible fire wheel, a wheel of fire will come flying from the bottom of the screen toward Ryu. You can injure your enemy when the wheel of fire comes flying at Ryu by making sure that the enemy is caught between Ryu and the fire wheel, as shown in the picture.



USE A SWIFT KICK-OFF JUMP FROM THE WALL TO GET OUT OF TIGHT PINCHES

When you can't jump all the way across a chasm, or if you have taken a wrong step, you might wind up in a position like the one shown in the picture. It's very difficult to escape once you have gotten into this position, but you can make use of this special technique. Climb up to the top of the wall and make a kick-off jump from the wall. Move the ✚ Control pad quickly in the opposite direction, while holding down the Ⓐ Button, and you will be able to jump high up into the air. Keep practicing this technique until you are sure you have mastered it.

ELIMINATE YOUR ENEMIES WITH THE WINDMILL THROWING STAR

Throw the windmill throwing star, then jump up into the air so that the throwing star won't come around and hit Ryu, and the windmill throwing star will keep flying around the screen continuously. You can defeat many of your enemies with only a little reserve of Ninja power by using this technique. Use this throwing star carefully, however, because if you throw it off the screen it will disappear.

Indicator Display

1 Score Display
2 Act-Level Display
3 When time runs down to "0", one life is lost.
4 When the number of lives becomes "0", the game is over.
5 Ninja Power Remaining. Left side shows current Ninja Power while right side shows the maximum possible Ninja Power.
6 Collected Power Item
7 Physical Strength. You lose strength when wounded. When strength runs down to "0", one life is lost.
8 Enemy Boss's Strength. He loses strength when injured. When his strength runs down to "0", the enemy is destroyed.

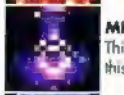
Power-Ups

Cut the dragon spirit crystal ball and an item will appear. Use the items to your advantage as you fight through the many battles.

NINJA POWER
Ryu needs this special power when he wants to use Ninjutsu fighting techniques. Get this item and your ninja power will be increased. There are blue and red varieties. A blue one is worth ten points, and a red one will build your ninja power up to its maximum level all at once.

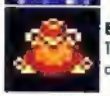
THE SCROLL OF THE SPIRIT OF THE DRAGON
Get this item and the maximum level of Ryu's ninja power will go up.

SPLITTING YOUR BODY
Get this item and up to two extra players will appear to join Ryu in his battle and back him up.



MEDICINE FOR RECOVERY
This item will help to relieve some of Ryu's exhaustion from fighting in so many battles. Get this item and the amount on Ryu's strength meter will be increased by six times.

1-UP
This item will increase your number of players by one. Be sure to try and get this item if you can.



BONUS
There are blue and red bonuses. 1,000 points will be added to your score with a blue bonus, and 2,000 points with a red one.

• POWER BOOSTING ITEMS

You can get the various power boosting items and use them to build up your power. Using the power boosting items, however, will use up some of your ninja power. All of the power boosting items are used by moving the ✚ Control pad upwards and pressing the Ⓑ Button.

* The numbers in parentheses show how much of your ninja power is used.

THROWING STAR (5 points)
This is one of the basic weapons in the world of ninjutsu. Throw this throwing star and it will fly straight in the direction that your player is facing and injure the enemy when it hits.

WINDMILL THROWING STAR (10 points)
This throwing star will cut right through your enemy and keep on flying to the edge of the screen. When it reaches the edge it will come flying back. This weapon will injure every enemy that it touches.

THE ART OF THE FIRE WHEEL (8 points)
After long training, Ryu developed this secret skill. With this skill he can throw a fire wheel at his foes and burn them up.

FIRE DRAGON BALLS (8 points)
Only warriors who possess the Dragon Sword are allowed to use this skill. Use this skill to transform the power that is contained in the sword into balls full of electric power, and then throw these balls at the enemy.

INVINCIBLE FIRE WHEEL (15 points)
Ryu can make flames appear out of nowhere, whirl around his body, and cause fatal injuries to enemies. While he is using this skill, for four seconds Ryu becomes invincible. However, this power of invincibility will not work when you have other items in your possession.

Enemies

DANDO – THE CURSED

Ashtar gathered up the wandering spirits of the Vikings, ancient warriors who were lost in sea battles, and gave them new life as a monster under his control. He is especially skilled in hand to hand combat.

BARON SPIDER

One of the scientists at the Xabil Biological Research Institute was researching into a new species of spider when he was bitten by one. As a result of this bite, the scientist was transformed into a creature that is half spider and half man. When this strange being comes on the attack, he can jump gracefully through the air and control his pet monster spiders just as if they were his own hands and feet.

FUNKY DYNAMITE

This cyborg was created based upon the giant commodore lizard. This creature is equipped with a high output propulsion mechanism and has fantastic mobility. It also has a fire bomb which it uses as a weapon when attacking.

NAGA SOTUVA – THE UNDERWORLD WATER DRAGON

From ancient times, this dinosaur has been living in the waters of the underworld. He attacks Ryu with his huge claws.

Section III

NINJA GAIDEN III - The Ancient Ship of Doom

Long before the civilization of mankind, extremely fierce yet primitive life forms roamed the earth and battled for supremacy. Thousands of years ago, the final battle took place. One side, after using all its strength, perished while the other was sent to and sealed off in a different dimension. The tale of this battle was preserved in legend after mankind began to populate the earth and the two forces, known respectively as gods of the Dragon and the demons of Darkness, came to be revered by certain clans among the people.

By the summer of A.D. 1988, even this ancient great tale had almost been completely forgotten. However, one very evil being appeared and, with the help of his followers, began to build an Empire of Darkness. That being was Jaquio - a member of the Demon clan who plotted to bring the demons of Darkness back to the earth. He secretly schemed to seal and bring together for the first time in aeons, the two "Statues of Light and Darkness" said to contain great magical power. This would open the passageway between the dimensions.

There was, however, one man who would stop at nothing to foil Jaquio's evil plans - head of the Dragon clan, Ken Hayabusa. After entrusting the Dragon Sword, an heirloom of the family and clan so old that no one knew when it had been made, to his son Ryu, Ken left for the fateful battle. Unfortunately, Ken was defeated by a powerful warrior and the Statue he was protecting fell into the hands of Jaquio.

After hearing of his father's death, Ryu took the Dragon Sword and went to America. Aided by a female CIA spy, Irene, Ryu stealthily infiltrated Jaquio's secret hideout.

The inevitable duel between them ended in Victory for Ryu. Jaquio was vanquished along with his Empire of Darkness. Or so it seemed.

Watching this duel from afar was the real evil, the head of the Demon clan, the Evil Lord himself, Ashtar. As it turned out, Jaquio was nothing more than a pawn of this greater power. Ashtar hid himself in the darkness, assessing his enemy. His eyes shined and he licked his lips. He had only to wait for his enemy.

A year passed.

While pursuing her investigation into the movements of the mysterious Ashtar, Irene suddenly disappeared. A super-secret CIA special force platoon then became pinned down in front of some old ruins that were believed to house Ashtar's headquarters. The situation looked desperate.

At this point, Ashtar, who himself had actually seen the birth of the Dragon Sword and knew of its potentially awesome powers, emerged again from the depths of his dark realm. Ryu, who knew nothing of all this, was in grave danger as Ashtar worked his black magic to destroy him.

And now, the saga continues with the final tale of battle for our brave hero. After Ryu's victorious duel with Jaquio, Ashtar returned to the bowels of darkness and bided His time. But another evil creature was already on its way as another adventure awaits the unsuspecting Ryu Hayabusa.

In this, the final chapter of Ninja Gaiden.

The Characters

RYU HAYABUSA

Descendant of the Dragon clan. In the fight with Jaquio, the spirit of the Ninja Dragon was awakened. He was falsely accused of Irene's murder, and sets out to find the truth.

IRENE LEW

CIA special task force analyst. She met Ryu through the Jaquio case. She was said to have died in the process of further investigation of Jaquio, but...

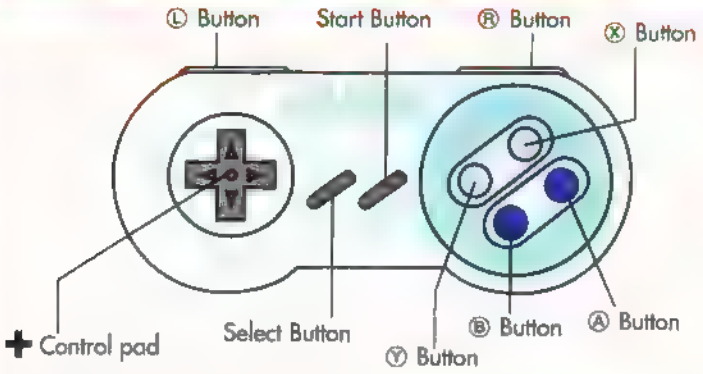
A. FOSTER

High ranking CIA staff officer. He uses Ryu to crush the evil designs of Jaquio. He discovers a certain fact. What would that fact be?

H.P. CLANCY

A mysterious person Ryu meets. It seems he knows something about Irene's case, but...

Controller Operation



The Select, Ⓧ, Ⓨ, Ⓛ, and Ⓡ buttons are not used.

The ✚ Control pad is used for the following.

- Running, crouching, climbing

The Ⓐ Button is used for the following

- Jumping

The Ⓑ Button is used for the following:

- Controlling sword thrust

The **Start** Button is used for the following.

- Starting the game
- Pausing the game during play
- Skips Cinema Display

Control Techniques

You can jump onto a wall or post and hang on. While hanging on, you can climb or descend by using the ✚ Control pad. Or if while you are grasping a wall, you press the ✚ Control pad in the opposite direction Ryu is facing, and at the same time press the Ⓐ Button, you can jump down from the wall

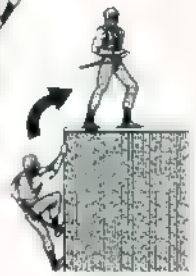
ATTACKING FROM A WALL

When you are hanging onto a wall, you can only attack with special weapons. By pressing the ✚ Control pad left or right and pressing the Ⓑ Button, you can attack with weapons in the direction the ✚ Control pad was pressed.

* If you press the Ⓑ Button without pressing the ✚ Control pad, Ryu will attack with weapons in the direction he is facing.

CLIMBING ON TOP OF A WALL

When you climb to the highest point of a wall or column, press the ✚ Control pad in the direction Ryu is facing, and press the Ⓐ Button to enable Ryu to climb on top of the wall



HANGING DOWN

If there are pipes or jungle ivy, press the Ⓐ Button to jump, fly, and hang down. While hanging down, press the ✚ Control pad to move left and right. Also press the Ⓐ Button, and you can climb up on to the pipe. Press the ✚ Control pad down and the Ⓐ Button, and you will jump down.

When you are on top of the pipes, you can move just like at any other times. If you press the ✚ Control pad down and the Ⓐ Button you will jump down from the pipes. If you let go of the ✚ Control pad in the middle of jumping down you can hang down from the pipes. If you keep holding the ✚ Control pad down, you can descend to the bottom in a single bound.

While you are hanging down you can only attack with special weapons. Press the Ⓑ Button to attack in the direction Ryu is facing.

Indicator Display

1 Score Display
2 Act-Level Display
3 When time runs down to "0", one life is lost.
4 When the number of lives becomes "0", the game is over.
5 Ninja Power Remaining. Left side shows current Ninja Power while right side shows the maximum possible Ninja Power.
6 Collected Power Item
7 Physical Strength. You lose strength when wounded. When strength runs down to "0", one life is lost.
8 Enemy Boss's Strength. He loses strength when injured. When his strength runs down to "0", the enemy is destroyed.

Power-Ups

When you come upon a Dragon Spirit Crystal ball, a special weapon or an item will appear. Use them effectively to press the fight to your advantage. (You must slash or use a special weapon to release the power of the crystal. Move quickly, before the power of the crystal disappears.)

NINJA POWER
Ryu needs this special power when he wants to use Ninjutsu fighting techniques. Get this item and your ninja power will be increased. There are blue and red varieties. A blue one is worth ten points, and a red one will build your ninja power up to its maximum level all at once.

MEDICINE FOR RECOVERY
This item will help to relieve some of Ryu's exhaustion from fighting in so many battles. Get this item and the amount on Ryu's strength meter will be increased by six times.

THE SCROLL OF THE SPIRIT OF THE DRAGON
Get this item and the maximum level of Ryu's ninja power will go up.

1-UP
This item will increase your number of players by one. Be sure to try and get this item if you can.

DRAGON SPIRIT SWORD
The power of the dragon god dwells in this powerful sword. Take this and you'll widen your range of attack.

• SPECIAL WEAPONS

Take a power increase, and you will be able to use Ninja arts. However, when you do, your Ninja power will be used up. You can use Ninja arts by pressing the ✚ Control pad up and the Ⓑ Button. The number in parentheses is the amount of Ninja power that will be consumed, each time you use the weapon.

WINDMILL THROWING STAR (10 points)
These will fly straight and pierce the enemy, go as far as the edge of the screen and return. During this flight it will damage all enemies it strikes.

FIRE DRAGON BALLS (8 points)
Only the person carrying the dragon sword is permitted to use this art. The power dwelling in the dragon sword is changed into a ball, which you can throw downward at an angle.

FIRE WHEEL ART (8 points)
This is the secret art Ryu invented at the end of his special training. You can throw a flame at an upward angle and burn the enemy.

VACUUM WAVE ART (10 points)
This is the art where you can transform the "spirit" that dwells within you into a vacuum blade and throw it up and down at the same time. This cuts all enemies who touch it.

INVINCIBLE FIRE WHEEL (20 points)
Ryu can call up fire, have it rapidly revolve around him, and inflict fatal wounds on the enemy. This art lasts for 4 seconds and destroys all enemies. But take other special weapons and this will lose effect, so use it with care.

Enemies

STAGE 1 BOSS
MANTISS WARRIOR

A mantiss bionoid, the beast commander of fire. With sabers on both arms, he guards himself against attacks by Ryu's sword. The fire that comes out of his chest crawls along the ground and attacks Ryu. Not good at close combat.

STAGE 2 BOSS
NIGHT DIVER

The beast commander of the sky. Able to fly freely through the sky, he is especially good at surprise attacks from the sky. Death blows are dealt out with tremendous momentum, and like a glowing bomb he attacks Ryu!

STAGE 3 BOSS
GREAT KOGANE!

The beast commander of water. A lizard bionoid skilled in Ninja arts. He can split his body and use Windmill Throwing Stars to plague Ryu.

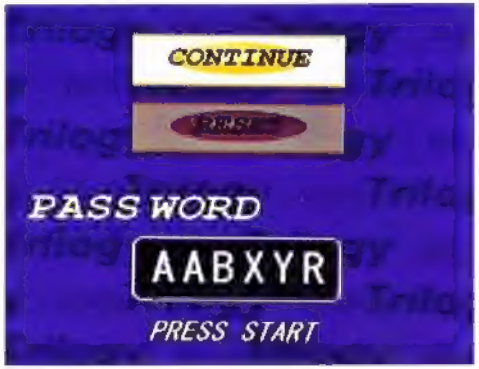
STAGE 4 BOSS
SANDEATER

The beast commander of earth. He is ranked as the leader of the four main unit beast commanders. He can move freely through the earth and attack with Ryu's Ninja "Fire Wheel Art".

Continue Game

When you lose all of Ryu's lives, the **Game Over** Screen appears and a password will be displayed. Please write the password down. If you select **Continue** here and push the **Start** button, you can continue to play.

If the game is over and you wish to reset, push down on the ✚ Control pad and press the **Start** button.



Ninja Gaiden is depending on you to save the world! Can you do it? It is essential that you succeed! Awaiting you is an ending that you just have to experience for yourself. May the spirit of the Dragon be with you!

Notes

Notes

Notes

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling:
   1-310-787-2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department of the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL TECMO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.